

SEGA
GENESIS



SWORD OF
VERMILION

INSTRUCTION MANUAL

brotherly

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Sega of America, Inc. P.O. Box 1987, South San Francisco, CA 94066

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Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Disc of Variables cartridge into the Console System slot as follows by following the instructions in your Console System manual.
3. Turn the power switch ON. If nothing appears on the screen, check to make sure the cartridge is inserted properly.

IMPORTANT Always make sure that the System is turned OFF before inserting or handling your Console Cartridge.

NOTE Disc of Variables is for 1 player only.



The Story Thus Far

Eighteen years ago, the evil King Taranis of Carthana invaded the peaceful, idyllic island of Mytilia and plundered both of that once-prosperous land. King Pels of Eubolima rose, but he could do nothing to stop the hordes that stormed his castle walls. He fled and his youngest knight, Blade, to escape with the king's infant son and raise him far from the land of his birth.

Blade journeyed far, at last settling in the isolated village of Mytilia. There he raised the prince, never telling him of his royal heritage. Eighteen years passed, and the young prince grew into a strong, skilled warrior. On the day of Blade's death, the prince learned of his true identity. He vowed to fulfill his destiny, and avenge his father's death.

Take Control

Learn the functions of each button on your Control Pad by first embarking on your odyssey. Pressing the wrong button at the heat of battle could mean disaster!

Down and Back: D-Pad

Back Button

Button C

Button B

Button A



D-Pad

- Press to move the marker on the selection screen.
- Press up, down, left, or right to move the player in the arena and villages.
- In combat and on the wilderness, press up or down to move forward or backward. Press left or right to turn the player to the left or right.

Start Button

- Press to start the game, or to continue a saved game.

Button A

- Press to use magic for healing, healing oneself, or for other special purposes.

Button B

- Press to make a primary selection.

Button C

- Press to see data screens.
- Press to change an item from a selection screen.
- Press to wield your sword in battle.

Game Objective

The prince has vowed revenge against Tzakum, the evil lord responsible for his father's death. To exact that revenge, the prince must obtain the eight Rings of Good. When set in Rings altogether, the eight Rings of Good are in the hands of Tzakum.

Guide the prince across the lands of Verandee, gain information and power as you reach from danger to danger. Use the magical spells you learn to combat monsters and heal yourself. Explore mysterious caves to discover treasure and powerful magical items. The eight Rings of Good are hidden throughout the land. If you're skillful enough, you can collect them all.

Your ultimate goal is to run back and run against Tzakum a million times to reach the final battle before Tzakum wants. Once you defeat Tzakum, you will have all 8 Rings. With these Rings and the Sword of Verandee, you can banish evil from the world.

The journey on which you are about to embark is long and treacherous. It involves physical and mental agility as well as a strong will to succeed. Prepare yourself for the difficult task ahead!

Getting Started

Movement

When the prince is in a town or village, he moves in the direction the D-Button is pressed. If you press the D-Button up, he moves up on the screen. If you press down, he moves down. Pressing left or right moves the prince left or right.

NOTE: Movement during battle is controlled in the same manner.

In the wilderness or in a cave, the prince is a little more difficult to maneuver. (For information on special trouble laws!) To move him to the direction he is facing, press



the D-Button up. To walk but backward, press down. If the prince can't move forward or backward, you need to turn him. To turn him to his left (counterclockwise), press the D-Button to the left. To turn him to his right (clockwise), press the D-Button to the right.

When turning the prince, press the D-Button once in the desired direction. To move him forward, press and hold the D-Button up if the path is straight. If there are many turns and kinks, you'll need to alternate moving and turning.



Data Screens

The Main Data screen allows you to perform many important functions. You'll need to refer to it often during your quest. To see this screen, press Button C anytime (except during battles).



To get information from other people or other folk you meet in your travels, select "TALK." To have a conversation with someone, move the marker on the left to a speaking next to that person and facing him. When you press Button C, instant on the conversation, the person automatically turns and faces the person. If you select "TALK" when no one is around, the message "There's no-one here to talk to" appears.

The items on page 30 can be used or abandoned by selecting "ITEM" in the Main Data screen. When you press Button C, a window containing the words "Use" and "Discard" appears.



"Which item do you want to use?" Next to the item I used the "Use Item" (marker) with, then press Button C. The recall appears on the window at the bottom of the screen. If you change your mind, press Button B to close the window.



"Which item do you want to discard?" Check your item list very carefully — you can discard the wrong item now, you may be forced to pick it at a situation where it is essential! Move the marker to the item and press Button C. If you decide not to put anything down, press Button B.



In your travels, on occasional paths, or after defeating an enemy, a treasure chest may appear. The chest can sometimes empty, but when they contain items, magical gear, or Keys. To view the contents, select "OPEN" in the Main Data screen. Press Button C, and a description of the contents appears. You can also select "OPEN" to open a chest as a case or dungeon. Some of the chests are locked (though, and require special keys to open.

Select "MAGIC" to cast a spell, to get a new book of spells ready to use at your next combat situation, or to get a book done. Press Button C and a window containing the words "Cast," "Ready," and "Discard" appears.



"From which book do you wish to cast a spell?" Check your list of spell books, move the marker to your selection and press Button C. This function applies mainly to healing spells or Special Magic.



If the spell you try to cast requires more Magic Points than you have, the message "You don't have enough Magic Points" appears. There are also places where certain types of Magic cannot be used. For example, you try to use Area Magic inside a cave, the message "You can't use that" appears.

"Which book do you want to study the content?" Certain spells are cast from a Book of Spells that you must prepare beforehand by selecting "Ready." Find the book you want to carry, and press Button C. A window containing the words "Yes" and "No" appears. This should tell you that you're making a very important

Status Screen

To see the Status screen, select "STAT" on the Main Game screen.



- 1 Name
- 2 Current Class/Class — Best, Good, Bad (Potential)
- 3 Current Experience Level
- 4 Experience Point total
- 5 Experience Points required to advance to next level
- 6 Hit Points remaining
- 7 Maximum possible Hit Point total at current Experience Level
- 8 Magic Points remaining
- 9 Maximum possible Magic Point total at current Experience level
- 10 Strength factor (affected by level and Weapon quality)
- 11 Armor Class (affected by Armor and Shield quality)
- 12 Intelligence (affects power of Magic Spells)
- 13 Dexterity (ability to avoid injury)
- 14 Luck (ability to avoid being poisoned)
- 15 Item quantity of Yendorite



By pressing **Button C**, you can call up several more screens that show your current status. The first one to appear is the Equipment Available screen. This

displays the Weapon, Shield, Armor, and Magic that the player currently has ready for battle.

Press **Button C** again to see the Load (Weapons) screen. The Weapons, Armor, and Shields that you currently possess are listed here. The modified places are marked with stars.



Pressing **Button C** again brings up the Gear (Magic) screen. This is a list of the kinds of spells that you carry. The one that is needed for battle is marked with a star.

The third screen shows the items currently in your possession. It is a good idea to check the particular screen regularly during your travels. Of all your different cargo, this type stands the biggest chance of reaching the maximum of eight places. Be sure you have everything you think you'll need before you leave a town or village!



The last screen shows a change very often, and you'll know when it does. This is a list of the Rings you possess. It is updated each time you obtain a new Ring. Press **Button C** again, and the screen goes away.

Start/Continue

At the bottom of the Title screen, the Start/Continue options remain apparent. Now players should select "Start." To resume a game saved earlier, select "Continue." Move the marker to your choice and press the Start Button.



When you select "Start," you must choose a name for the player. A letter and number grid appears. Using the D-Button, move the indicator to the letter or number you want. Then press Button C.



In order to You can enter up to six characters. If you make a mistake, press Button E to clear them by again. After you enter six characters, the marker automatically moves down to "END." Press

Button L, or the Start Button, to exit the screen. If your name has fewer than six characters, use the D-Button to move to "END." Then press Button C or the Start Button.

The story screens follow. Read them carefully, as they explain the game's history and the evil he faces. When they're finished, you see the prince standing at the entrance to Myriad. It's time to begin your quest!



If you select "Continue," press the Start Button. The Saved Game screen appears. You can scroll up to find previously saved games. Move the marker to the game you want, then press Button C to start loading. When the game is ready, press Button C again.



NOTE: In the unlikely event that a problem occurs while the information is loading, the computer will ask you to press Button C to clear up the trouble. If the trouble is not resolved by pressing Button C, press the Reset Button on your Genesis console.



Combat!

The World of Vermilion is crawling with dangerous monsters. You must defeat hordes of horrific monsters to reach the final battle with Taskos.

During your travels, either on the road or in a cave, some of the many types of monsters in the game (see pages 22-23) may confront you. Check your 3-D screen to see which type of monster you're facing. Some monsters can be destroyed in hand-to-hand combat, while others are almost impossible to defeat without Magic. Monsters normally attack in groups, so be prepared for anything!

Glance at your Hit Point indicator regularly. If it drops below half of your maximum, try to escape from your attackers and restore your health. Press the D-Button left or right to run in that direction. If you're killed in battle, you can revive, but it takes half your money!

The Archmonsters



The Archmonsters are Darklord's elite minions, the enemies you should fear the most. They are far more powerful than any enemy you'll encounter elsewhere in the World of Warcraft. To attack with your sword, press

Button C repeatedly. You can move the pointer to the right (forward) or to the left (sideways) if you must move in a certain plane, or you won't be able to inflict any damage.

Some of the Archmonsters can shoot fire in various forms at you. To avoid the blasts, make the pointer dash by pressing the D-Button down, or swing your sword at the fire and extinguish it.

NOTE: You cannot use Magic while battling an Archmonster. Be sure to restore your health and arm yourself appropriately before the battle begins! It's a fight to the death!

Shops

Weapon Shop

Enter the shop when you want to purchase a Weapon, a Shield, or a new set of Armor. You can also sell any items you don't want to carry. Some of these items have very limited resale value, though. You can find one of these shops in most towns and villages in Westland.



Swords

Type	Price (Gold)	Where Sold
Bronze	100	Wynald
Iron	400	Parma
Sharp	900	Parma
Long	1,800	Deepdale
Silver	2,700	Deepdale
Plow	3,100	Melaga
Golden	3,200	Melaga
Platinum	14,800	Tackwater
Diamond	21,000	Tackwater
Royal	24,800	Swallowtail
Ultimate	41,000	Swallowtail

Armor

Type	Price (Krona)	Where Sold
Leather	200	Wyzid
Bronze	600	Wyzid
Steel	900	Parma
Scale	1,100	Parma
Flam	2,800	Deepdale
Crystal	4,500	Deepdale
Silver	7,000	Melaga
Knigh	9,200	Melaga
Gold	15,000	Tadwater
Ultimate	24,000	Tadwater
Olan	38,000	Swaffham
Diamond	50,000	Swaffham

Jewelry

Type	Price (Krona)	Where Sold
Leather	80	Wyzid
Small	80	Wyzid
Large	220	Parma
Silver	900	Parma
Gold	1,500	Deepdale
Platinum	3,800	Deepdale
Diamond	4,100	Melaga
Knigh	4,500	Tadwater
Carbone	12,700	Swaffham

Magic Shop

There are Books of Spells for sale at the Magic Shop in most of the towns and villages of Stranlar. Cursed Magic helps you to destroy the toughest enemies you encounter. Healing Magic restores Hit Points. Special Magic can cause light, heal you from monsters, or teleport you to a place you've been to before.

You are allowed to carry as many as eight books at a time. When you want to replace a book, you can discard it or sell it at a Magic Shop. The resale value is usually a percentage of the original price.



Crested Magic

Name	MP	Type	Where Sold
Forma	1	1st Flw	Forma
Copperite	4	2nd Flw	Stone
Marrowine	7	3rd Flw	Helmrig
Argentia	10	4th Flw	Swatham
Hydra	1	1st Water	Kelwick
Hydrate	8	2nd Water	Swatham
Yell	2	1st Shock	Chapelain, Stone
Yellow	12	2nd Shock	Malaga, Swatham
Yellow	14	3rd Shock	Hasting
Aero	1	1st Boomerang	Stone, Kelwick
Aerite	9	2nd Boomerang	Malaga
Chromo	1	1st Freeze	Kelwick
Chromite	10	2nd Freeze	Hasting
Sorobite	20	Earthquake	Hasting

Movement Magic for Healing and Special Purposes

Name	MP	Effect	Where Sold
Sergus	4	Restore HP	Forma, Chapelain
Sergus	12	Restore HP	Malaga, Helmrig
Sergus	24	Restore HP	Hasting
Texen	4	Anti-poison	Kelwick, Malaga
Exirite	5	Teleport	Helmrig
Aero	10	Teleport	Malaga, Helmrig
Luminar	5	Light	Kelwick
Inertia	8	Controlage	Helmrig

NOTE: Healing and Special Magic spells cannot be cast during battle!

Equipment Shop

You can purchase many useful items here. You can also find these items at the wilderness or in caves. Treasure chests found on dead-end paths or after defeating an enemy often contain valuable items. Some items that you find are not for sale at the Equipment shops. (Check the best books for more information.)



Item	Purpose	Price (Kane)
Herbs	Restores HP	From 20
Medicine	Restores HP	From 100
Candle	Cave light	From 10
Lantern	Cave light	From 40
Poison Balm	Cure poison	From 40
Stone Stone	Teleport	From 100
Clayton Mung	Teleport	From 400
Bandage Powder	Emergency	From 1,000
Agate Jewel	Restores MP	From 1,000
Topaz Jewel	Restores MP	From 6,000
Alarm Clock	Wake-up call	1,000
Yeast	You'll find yeast!	???
Beer Recipe	You'll find yeast!	???
Small Bread	You'll find yeast!	???

Inn

If your Mage's Power total gets dangerously low (less than 20% of maximum), you should stop and get for the night. You can find an Inn in almost every town and village in Vornholt. The price of a good night's sleep increases the further you get from Wyrd, but it's always reasonable.



Tavern



Nearly every town and village contains a Tavern. You can't sit down for a quiet meal, but you might be able to pick up a few bits of information. In some towns, it's even worth stopping in and checking out the latest gossip!

Fortune Teller

An old woman offers to tell your future using her crystal ball. Unfortunately, she demands payment beforehand. You won't know if the information is of any value or not until after you've parted with some of your precious Kane!



Church

This might be the most important stop in each town and village you visit. You can save your game, be cured of poison, or have a Curse removed here. All they ask is a small donation to charity.



Enemies

You'll face many different varieties of nasty creatures in your travels. Some are more dangerous than others.

You'll quickly learn to recognize them and to figure out the best way to fight them. If a monster appears on your screen, and you know that it's especially tough, be prepared to either use Magic or get out of there!

Bloons



Basic Bloon
Blue Jelly
Red Bloon
Grey Bloon
Gold Floating
Black Clap

Kobolds



Big Kobold
Coyote Kobold
Hymn Kobold
Wall Kobold

Undead



Madman
Scrabble
Ghost
Cryptcrawler

Beastmen



Barbar
Pythor
Cobra
Anaconda

Great Mages



Paladin
Tombward
Purge
Blind

Cyclops



Madon
Smasher
Crusher
Chatterbox

Floppies



Flower
Molter
Scorcher
Icecaster

Scorpions



Needler
Stinger
Injector
Freezer

Mobs



Leaper
Cloner
Stoner
Blazer

Bats



Fiery Bat
Claw Bat
Killer Bat
Vampire Bat

Servants



Nephyle
Compuer
Mage
Wizard

Floating Eyes



Eyeball
Red Eye
Zap Eye
Killer Eye

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, scratch or otherwise damage.
- Do not leave cartridge sunlight or use a rubber or other source of heat.
- Be sure to take an occasional break during extended play.

Limited Warranty

Sega of America, Inc. warrants the original consumer purchaser that the Sega Genesis cartridge that he has been delivered or repaired and reinstalled for a period of ninety days from the date of purchase. If a defect is reported, this limited warranty can be during the 90-day warranty period. Sega will repair or replace the defective cartridge or component part at no charge, less of charge.

This limited warranty does not apply if the defect has been caused by negligence, accident, abuse, misuse, or modification, tampering or any other cause not related to defects or manufacturing conditions.

To receive warranty service, call the Sega Consumer Service Department at the following toll-free:

1-800-541-5554

Our Consumer Service Department is open from 9:00 a.m. to 5:00 p.m. (Pacific Time) Monday through Friday and from 9:00 a.m. to 4:00 p.m. (Pacific Time) Saturday and Sunday. (800) 541-5554. NOT BY MAIL. IF NECESSARY, CONTACT US THROUGH FAX (800) 837-8338. PLEASE CALL FOR FURTHER INFORMATION.

If the Page software is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge(s). The cost of returning the cartridge to Page & Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Page Laser Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Page/Car name Service Department at the machine listed above. If the representative is unable to solve the problem by phone, he will advise you of the estimated cost of repair. It may occur without the repair that you will receive credit for the defective cartridge. Freight prepaid and insured against loss or damage to Page & Service Center will be provided when necessary under payment to Page of amounts for the like amount of the cost estimate provided to you by the Service. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby disclaimed to the extent Page lists the date of purchase and are subject to the conditions set forth herein. In no event shall Page or America Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranty.

The provisions of this limited warranty are void in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or the exclusion of consequential or incidental damages, or the above limitations on this limited warranty apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.